



- **Author:** Christian Strahl aka Chrisstrahl
- **Genre:** Mapping
- **Created on:** 29/Nov/ 2009
- **Last Change:** 2/ Dez/ 2009
- **URL:** <http://www.hazardmodding.chrisstrahl.de>
- **Version:** 1.0

Introduction

IMPORTANT: This tutorial is neither supported by the creators nor by the publishers of the game.

Standards ensure a minimum level of quality!

This Document contains detailed information of the Mapping Standards for Star Trek: Elite Force II. It will be helpful to you if you plan to release a map or if you just started mapping. This does NOT tell you how to build maps!

Opening the console

Depending of your keyboard language/layout you can try the following keys to open the console: ^ or ° or ² or ³ or @ or < or > or ~ or ' or #

Does not work with the Demo

On Errors and Problems!

Please read the chapter „Test your map“ perhaps there is a solution listed for your problem.

Here is a list of things you can avoid by having a good readme.txt:

- Users searching the web for hours to find Installation-Instructions
- Users searching the web for hours to find a Description of your file
- Users searching the web for hours to find out how to contact you

Use a ASCII Text file! (Details: <http://en.wikipedia.org/wiki/Ascii>)

Do **NOT** use a *.doc , *.rtf or *.pdf unless you do have also a TXT-Readme File!

1. **All users are able to read ASCII txt files** without the need to install software!
2. **Many users do not open files which take long to load**(*.odt,*.doc,*.rtf,*.pdf)
3. **Text-Files can not be infected/scripted** so that they would harm the today Computers. Many other file-types can, especially if the user is not up to date!

Example Read Me (use at will)

Example Read Me (use at will)

FOR THE GAME: STAR TREK: ELITE FORCE II

GAME VERSION: All official releases, except the demo!

CLASSIFICATION: Add-on, adds a new map

MODUS: Single-Player

CREATOR: Meeeeeeeeeeeeeeeeeeee?

DESCRIPTION

.....

This is my file, I wanted to have a map like this,
so i made it.

INSTALLATION INSTRUCTIONS

.....

1. Shut-down all running instances of Star Trek(R) Elite Force II.
2. Locate your Installation folder, default is: C:\Program Files\Activision\EF2
3. Copy the pk3 file(s) into the folder /base/ default: C:\Program Files\Activision\EF2\base

HOW TO START THE MAP

.....

1. Follow the installations instructions
 2. Start the game
 3. Open up the console and Type in, press enter when done: map bl_bankcrisis
- If you want to activate cheats use instead: devmap bl_bankcrisis

OPEN THE GAME CONSOLE (does not work with the demo)

.....

Depending of your keyboard language/layout you can

try the following keys to open the console: ^ or ° or ² or ³ or @ or < or > or ~ or ' or #

ADDITIONAL CONTRIBUTORS

.....

My cat for walking over my Keyboard!

COMPATIBILITY

.....

Tested under Windows Xp

CONTACT

.....

Please replace at and dot with the appropriate symbols,
this is to protect my E-Mail address against spam.
myname at myprovider dot com

File Name

The Name of your map must be unique and you should use a appropriated prefix!

Do **NOT** use spaces in any file names, use _ instead.

Do **NOT** use leet or else codes, write the name completely in lower case.

Do **ONLY** use Letters, Numbers and seperators like _ , - and | nothing else!

The list below shows you how your map must be prefixed, we assume your map will be named „bankcrisis“, alternatively you could use the file-name : „somebanksstealourmoneyandgetawaywiththat“ as it basically means the same.

But for this tutorial we sill stick with the shorter file-name.

Game-Type	Prefix	Mapname
Single-Player	NONE	bankcrisis
Multi-Player: Bat'leth Only	bl_	bl_bankcrisis
Multi-Player: Death-Match and Team Death-Match (DM or TDM)	dm_	dm_bankcrisis
Multi-Player: Capture The Flag (CTF) with Death-Match and other	ctf_	ctf_bankcrisis

Don't double prefix!

Don't double prefix!

Example: Naming your map ctf_dm_bankcrisis is unnecessary!

Don't mix Bat'leth only maps with other Game-Types!

If you plan to release your Bat'leth map as Death Match, just copy the map and use the prefix dm_ instead of bl_, add weapons and ammo to the map and release it in a separate pk3-Archive. We will go later into detail about PK3-Archives.

Make sure your file-name is absolutely unique, search for files by using your desired file-name, in search engines such as google and on known portals which are dedicated to „Star Trek: Elite Force II“ or host files for the game.

Example Portals: effiles.com and moddb.com or filefront.com

Map-Screenshot (aka „mapshot“)

Load your map, take a Screen-Shot (press F11) from a good angle and try to catch the essence of the map in that image.

I also recommend you put away your weapon (look in settings-menu which key puts away the weapon) while you take that Screen-Shot. You should load the map in **Multi-Player Mode**, so the Single-Player radar won't be on the Screen-Shot!

Type this into the game Console: `g_gametype 1;map bl_bankcrisis`

The mapshot must be in the exact size of 256 to 256 pixels, even if you have taken a Screen-Shot of your map in the resolution 1024x768, you must resize your Screen-Shot!

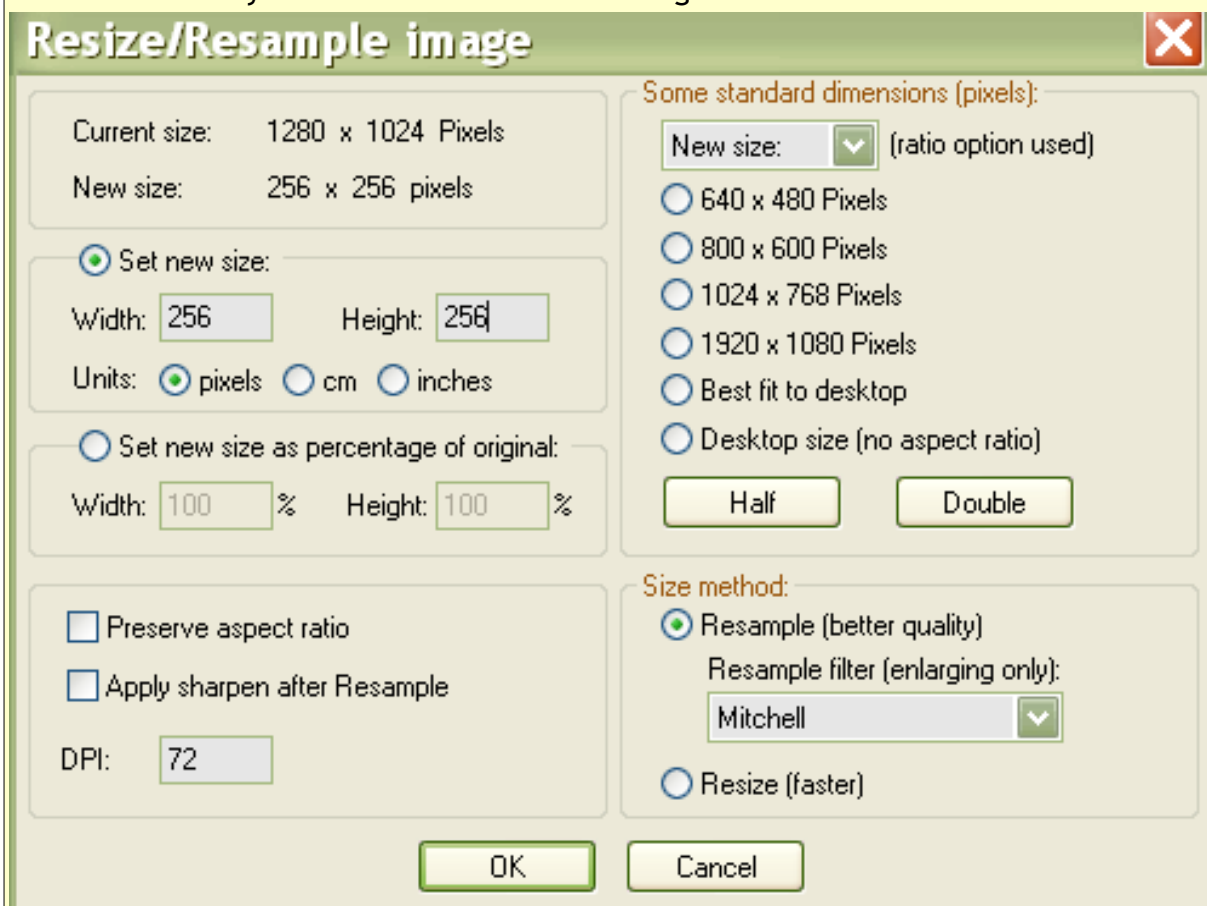
#You can use Irfan View (<http://www.irfanview.net>) for that job, it's free, fast, easy to use, I use it too.

IF YOU ARE USING IRFAN VIEW TO RESIZE YOUR SCREENSHOT

Start Irfan View, open the Screen-Shot (base/screenshots/shotxxxx.tga), on the top of the Program you see the menu wich reads "File Edit Image Options View Help".

Click on Image, select **Resize/Resample...** a dialogue will show up.

Please do exactly as I did with on the following Screen-Shot:



Your map does have a special folder where it needs to be stored inside (maps). The mapshot is a graphic and NOT a map, it goes to a different folder:

sysimg/mapshots/ is where the mapshots belong, no where else!

If you are using Tempst his MNI Maker don't let your self get fooled as the program allows you to pick any Screen-Shot at any location **which is wrong!** (blame Tempest!) How ever we will go later into the MNI-File creation progress.

If your mapshot is not in the folder: **base/sysimg/mapshots/** and does not have the exact same name as your map then it will not work in the server list!



After you have successfully resized your Screen-Shot, save it with the EXACT same name as your map, including the prefix. You should save the Screen-Shot loss less, this means as BMP, PNG or TGA, do not save it as jpg!
(IRFAN VIEW: File->Save as... → Select File-Type: TGA)

The Screen-Shot will probably be very dark, but that doesn't matter, just leave it as it is, in that way it is prefect.

Map	Mapshot
maps/bl_bankcrisis.bsp	sysimg/mapshots/bl_bankcrisis.dds

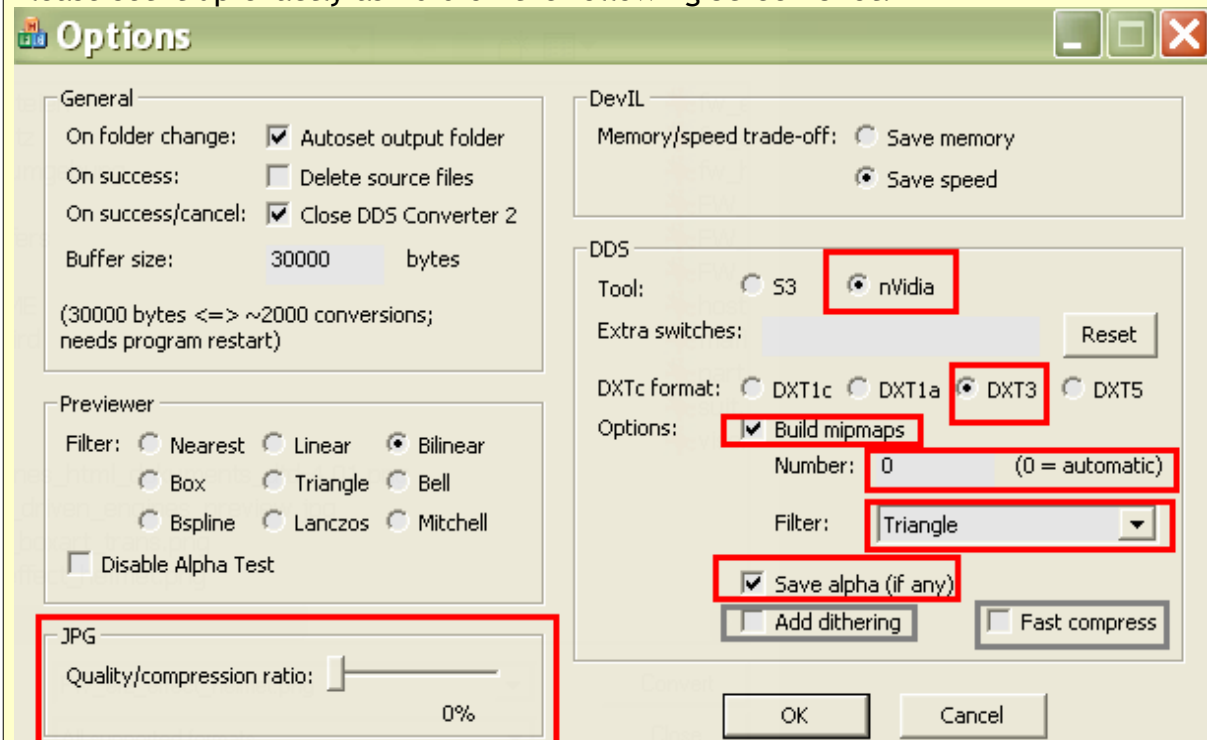
If you are lazy you can leave the file as TGA(sysimg/mapshots/bl_bankcrisis.tga) and go on to the next chapter, unless you plan to import textures it dosen't hurt the game. If you like to do things right, you will have to convert the mapshot from TGA into DDS, but don't worry thats not much work. First you must get a DDS-Converter, I suggest Bluehair his [DDS-Converter 2.1](#), free and easy!

TGA does need to be a power of two, **BUT the performace advantage of DDS** is a fair reason to convert all Textures into DDS. It doesn't matter much for a mapshot but if you use texures which use 60% more performance all over your map, your map most-likely will be very laggy. (Details to DDS: http://en.wikipedia.org/wiki/DirectDraw_Surface)

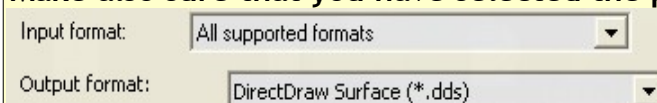
Use allways *.tga as file-extension in shaders, even if your file is a DDS!
If you have a DDS and a TGA texture with the same filename in the same folder the game will use the DDS file.

IF YOU ARE USING Bluehairs DDS-Converter 2.1

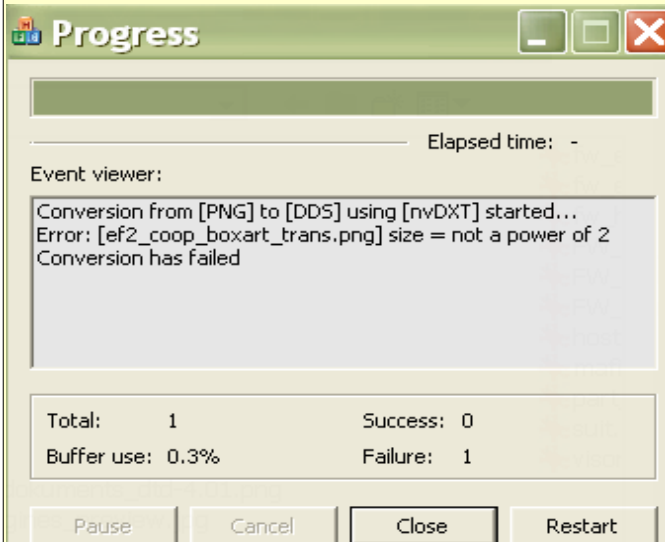
You need to make sure that the DDS-Converter is setup properly for EF2!
Please set it up exactly as I did on the following Screen-Shot:



Make also sure that you have selected the proper input and output formats:



After you have completed the setup, navigate to the image you wish to convert into a DDS, select the image and press the Convert Button.



If you get this error message

then your file does not apply to power of two principle which requires your Image to be in sizes like:

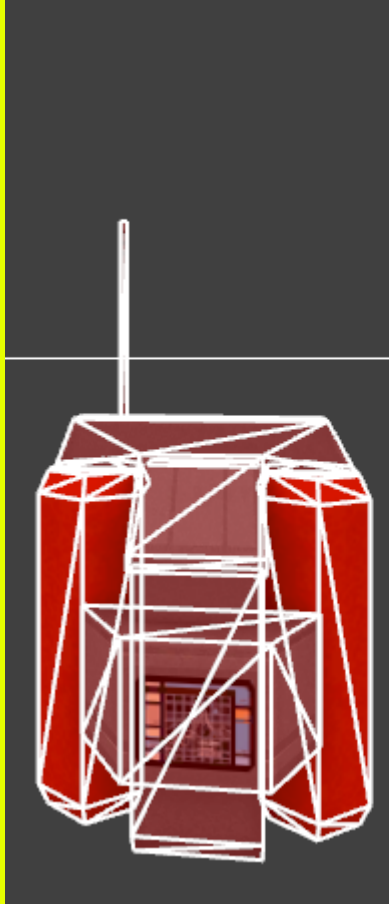
1x1, 2x2, 4x4, 8x8, 16x16, 32x32,
64x64, 128x128, 256x256,
512x512, 1024x1024.

You can combine these, you can also convert images with dimensions like: 1024x8, 64x256, 512x4, etc...

Compatibility and minimum Objects

The game requires some specific objects for the game-modes. Press N inside the ÜberRadiant, access the Entity-menu, select the object you want to place from the list.

Bomb Diffusion Bomb (REQUIRED for Multi-Player)



Entity

- item_holdable_explosive
- item_holdable_medkit
- item_holdable_protection
- item_holdable_transporter
- item_mp_controlpoint-alpha
- item_mp_controlpoint-beta
- item_mp_controlpoint-delta
- item_mp_controlpoint-gamma
- item_mp_destructionObject-blue
- item_mp_destructionObject-red
- item_mp_diffusion_bomb**
- item_mp_diffusion_bombplace-blue

bomb item

☐ MAKE_STATIC ☐ ☐

☐ ☐ ☐

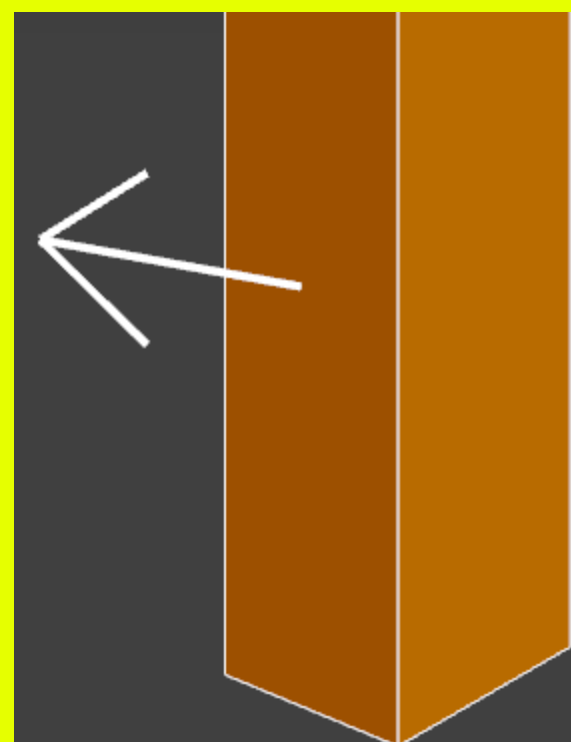
☐ ☐ ☐

☐ ☐ ☐

classname item_mp_diffusion_bomb
model models/item/mp_diffusion_bomber.tik
origin -546.00 365.00 136.00

Key: classname
Value: info_player_deathmatch

Single-Player Spawnlocation (allways REQUIRED)



info_pathnode
info_player_deathmatch
info_player_intermission
info_player_start
info_splinepath
info_waupoint

The normal starting point for a level.
"angle" - the direction the player should

☐ ☐

☐ ☐

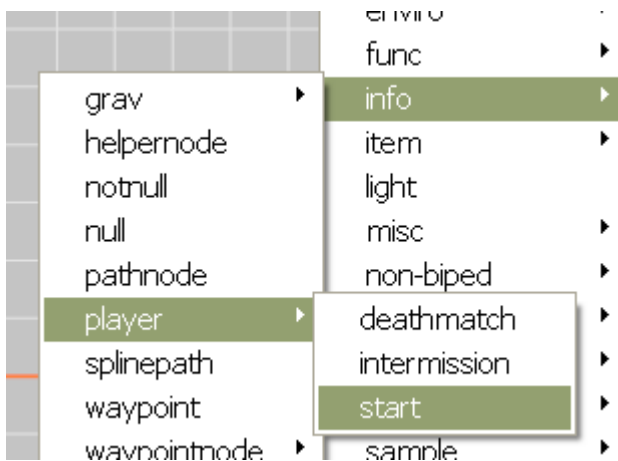
☐ ☐

☐ ☐

classname info_player_start
origin -545 124 132

Key: classname
Value: info_player_deathmatch

135	90	45	Scale:
180	11	0	360



Alternatively you can Right-Click in a 2D-View and select from the context menu. (Info->Player->Start)

For **Multi-Player** you need to use a **different type**, but **for each player a own spawnlocation**.

Death-Match (aka Holomatch)
(Info->Player->Deathmatch)

To support **Capture the Flag**, you need to set extra attributes on each spawnlocation.

Capture The Flag

(Info->Player->Deathmatch)

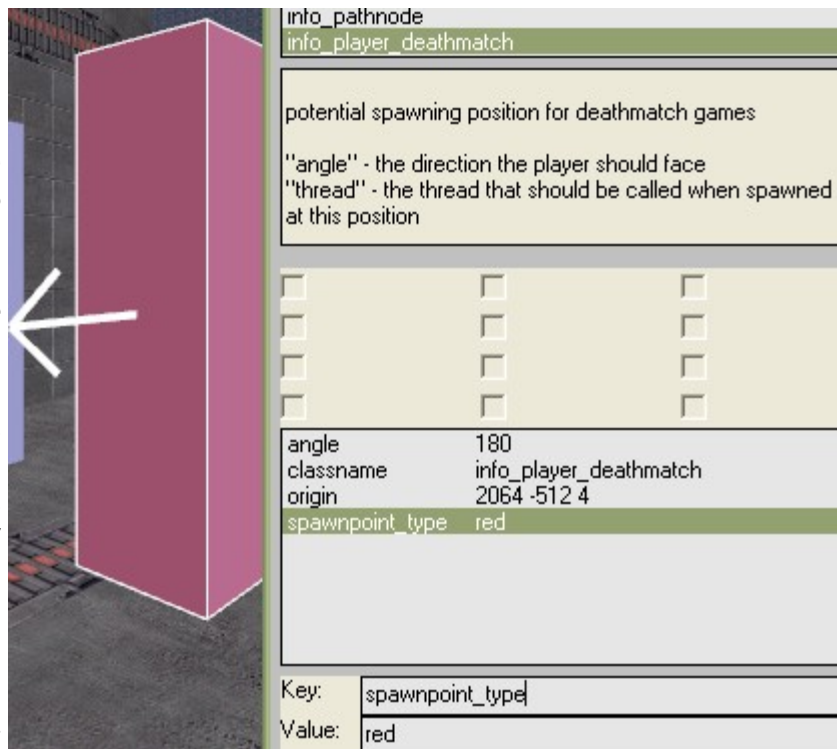
Key: spawnpoint_type

Value: red -or- blue

You can - **NOT** - use the spawnlocations from the Death-Match mode, you need to duplicate (select, hit space) the spawnlocation and add the extra attributes to the clones.

You will have extra spawnlocations for the **Red** and the **Blue** team to have a Red-Base and Blue-Base for the Teams to respawn.

For Specialties Modifier you will need to clone the spawn locations again, create a extra room where the players can select thair class.



Specialties Modifier

Key: spawnpoint_type

Value: specialty-red -or- specialty-blue

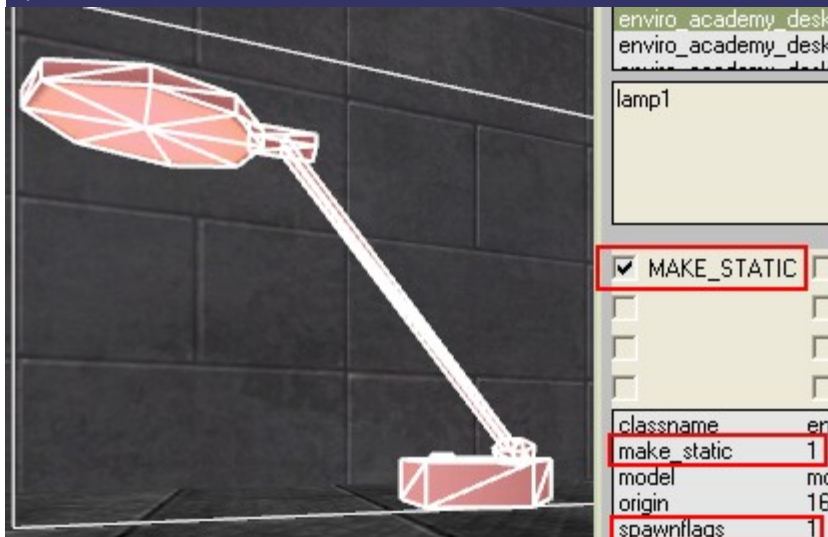
Please have a look at the included map-file (ctf_faceoff.pk3/maps/ctf_faceoff.map) it supports all game-types, the map and script is open source!

Below is a list which Entities need to be placed on the level!

Do not need the item_mp_diffusion_bomb Entity if your map will be ONLY for Single-Player, but you should add support for Death-Match. Perhaps your map is used for Role-Playing or Simple Death-Match, add the Bomb and at least two info_player_deathmatch.

Game-Type/Mode	Entitiy Classes
Single-Player (SP)	info_player_start item_mp_diffusion_bomb (hide it some where if nessary)
Death-Match aka Holo-Match / Bath'leth (HM or DM)/(BL)	info_player_start item_mp_diffusion_bomb info_player_deathmatch
Team-Death-Match (TDM)	info_player_start item_mp_diffusion_bomb info_player_deathmatch + (KEY:spawnpoint_type VALUE:red) info_player_deathmatch + (KEY:spawnpoint_type VALUE:blue)
Capture The Flag (CTF)	info_player_start item_mp_diffusion_bomb info_player_deathmatch + (KEY:spawnpoint_type VALUE:red) info_player_deathmatch + (KEY:spawnpoint_type VALUE:blue) item_ctf_blueflag item_ctf_redflag
Bomb Deffusion (BD)	info_player_start item_mp_diffusion_bomb info_player_deathmatch + (KEY:spawnpoint_type VALUE:red) info_player_deathmatch + (KEY:spawnpoint_type VALUE:blue) item_mp_diffusion_bombplace-blue item_mp_diffusion_bombplace-red
Modifier: Control-Points	info_player_start item_mp_diffusion_bomb item_mp_controlpoint-alpha item_mp_controlpoint-beta item_mp_controlpoint-delta (Optional) item_mp_controlpoint-gamma (Optional) info_player_deathmatch + (KEY:spawnpoint_type VALUE:red) info_player_deathmatch + (KEY:spawnpoint_type VALUE:blue)
Modifier: Destruction	info_player_start item_mp_diffusion_bomb info_player_deathmatch + (KEY:spawnpoint_type VALUE:red) info_player_deathmatch + (KEY:spawnpoint_type VALUE:blue) item_mp_destructionObject-red item_mp_destructionObject-blue
Modifier One Flag (green)	info_player_start item_mp_diffusion_bomb item_ctf_oneflag info_player_deathmatch + (KEY:spawnpoint_type VALUE:red) info_player_deathmatch + (KEY:spawnpoint_type VALUE:blue) item_ctf_blueflag item_ctf_redflag
Modifier: Specialties	info_player_start item_mp_diffusion_bomb info_player_deathmatch + (KEY:spawnpoint_type VALUE:specialty-red) info_player_deathmatch + (KEY:spawnpoint_type VALUE:specialty-blue) item_mp_specialty_medic-red item_mp_specialty_infiltrator-red item_mp_specialty_technician-red item_mp_specialty_demolitionist-red item_mp_specialty_heavyweapons-red item_mp_specialty_medic-blue item_mp_specialty_infiltrator-blue item_mp_specialty_technician-blue item_mp_specialty_demolitionist-blue item_mp_specialty_heavyweapons-blue

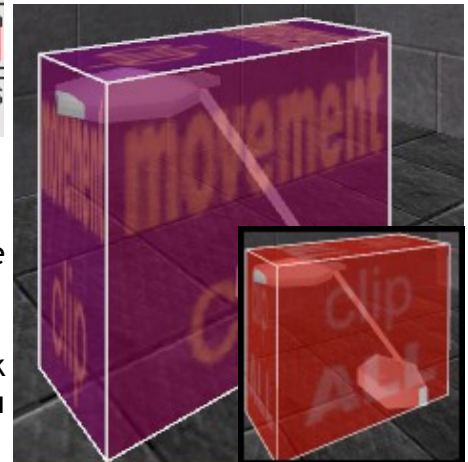
Models and Effects



Make STATIC

All models used for decoration need to be checked at **MAKE_STATIC**.

Static Models will not be calculated in the movement calculations, they never move.



Static-Models will **NOT** be send over the network!

This will reduce massively the use of bandwidth, the Players can play smoother!

Static Models are **notsolid**, this means players can walk and shot trough them, you need to clip the Model if you want to change that.

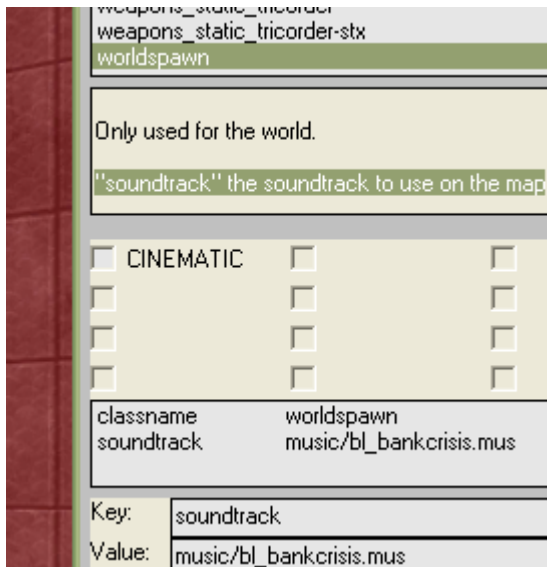
Create a brush covering the model, use **Textures** → **Common** select **moveclip**. This will block the player and AI/NPC movement. Use „**monsterclip**“ to block only AI/NPC, „**weapon**“ to block weapon-fire, and „**clipall**“ to clip everything!

Effects such as rain/snow/flames/smoke/electric-sparks/explosions and similar are made with Temp-Models. The amount of Temp-Models which can be shown to the player is limited. You can **not** make Temp-Models **static**(they will not work proper), so they will **use bandwidth** during Multi-Player, effective use recommended.

If you add **Weather effects** like rain or snow you have to make sure that the ceiling is not to close to the floor(+3000 units), otherwise it will only rain outside the room/level.

Fire Effects-Models make heavy use of Temp-Models, you should use **animated fire textures** instead (Textures → klingon (blue font)).

Adding a Soundtrack to the Map



You can add a soundtrack without scripting!

All you need to do is to select a regular brush on the level and add the attributes shown on the image.

The Mus-File is a simple ASCII Text-file with a changed file-extension, *.mus instead of *.txt

For each mood you can set a different *.mp3, this works in Single- and Multi-Player the same way.

Folders and Files

```
maps/bl_bankcrisis.bsp
music/bl_bankcrisis.mus
sound/music/bl_bankcrisis/normal.mp3
sound/music/bl_bankcrisis/action.mp3
```

You need to create your own *.mus file, bellow you see a example (use it if you like).

Example Mus-File

path sound/music/bl_bankcrisis//where the mp3 files are stored

```
normal normal.mp3//normal (starts automatically)
action action.mp3//when the player is under attack/in a fight
suspense suspense.mp3 //before the match starts (or forced)
success success.mp3//when the player has killed a nother player, won the game or finished the mission
mystery mystery.mp3//when the player found a secret
failure failure.mp3//when the player dies or fails the mission
//aux1 x.mp3 - auxiliary 1 to 8 (for extra moods script controlled)
```

```
!normal loop //start the soundtrack again when over
!normal volume 1.1 //volume
!normal fadetime 3 //when changing to a different soundtrack fade out over this time (seconds)
```

```
!action loop
!action volume 1.0
!action fadetime 3
```

```
!suspense loop
!suspense volume 1
```

```
!mystery interrupt //when changing to a different soundtrack stop instantly
!mystery volume 1
```

```
!success interrupt
!success volume 1
```

```
!failure interrupt
!failure volume 1
```

```
!surprise interrupt
!surprise volume 1
```

Items (Weapons/Healt/Ammo)



Do not use too many small items, each item will eat up some performance. You better use the large items, instead of five item_armor_small-shield use one item_armor_medium-shield.

Try also to have the items spread widely over the map, so the players have to wander, this is important for the Game-Play. The same rule applies to the Ammo and Health items!

Do **NOT** use the Grenade-launcher (weapons_federation-grenade-launcher) on your map, this weapon gives absolute ÜberPowers to skilled players! No this is not a joke and yes I'm one of these players.

MNI-File

You need to create your own *.mni file, below you see an example (use it if you like). Alternatively you can use the [MNI-Maker](#), but you will have to correct the

Example MNI-File (use at will)

```
LevelProperties //start level properties section, remove the properties which your map does not apply to
{
    mapname          "bl_bankcrisis" //the real file-name
    longmapname       "Happens when every one wants to have more money and power" //name in menu
    screenshot        "sysimg/mapshots/dm_ctf_station.tga" //the mapshot (startserver/serverlist menu)
    gametype          "Holomatch" //shows your map on HM/DM (startserver/callvote menu)
    gametype          "CaptureTheFlag" //shows your map on CTF (startserver/callvote menu)
    //gametype        "BombDiffusion" //do only add if your map does truly support Bomb-Diffusion!

    modifier          "instantkill" //shows your map on Sniper-Only (Desi) (startserver/callvote menu)
    modifier          "actionhero" //shows your map on Action Hero (startserver/callvote menu)
    modifier          "handicap" //shows your map on Auto Handicap (startserver/callvote menu)
    modifier          "weaponscore" //shows your map on Points Per Weapon (startserver/callvote menu)
    modifier          "controlpoints" //shows your map on Auto Control Points (startserver/callvote menu)
    modifier          "powerstruggle" //shows your map on Destruction (startserver/callvote menu)
    modifier          "oneflag" //shows your map on One Flag (startserver/callvote menu)
    modifier          "elimination" //shows your map on Elimination (startserver/callvote menu)
    specialties        //shows your map on Elimination (startserver/callvote menu)
    recommendedplayers "4-8" //number of players recommended to play this map (shown in menu)

    //NAMES: Jurot,4of12,Munro,Suldok,Operative93,Voran,B'Lor,Alaw,Picard,Tuvok,Chang,Omag,Lurok,
    //Krindo,Korban,13of23,Riaros,Stalker,Thrall,Flonk,Erastas,Kleeya,Telsia,Chell,Barclay
    //CLASSES: Sniper,Heavy Weapons,Demolitionist,Infiltrator,Medic,Technician
    BotAssignment //solomatch only bot 1
    {
        name          "Tuvok" //bot name
        team           "Red" //team
        specialty      "Sniper" //class on Specialities Modifier
    }
    BotAssignment //solomatch only bot 2 (you can add more bots)
    {
        name          "Chang" //bot name
        team           "Blue" //team
        specialty      "Heavy Weapons" //class on Specialities Modifier
    }
}
```

Scripting (You don't need to do this [skipp] but you can :D)

The script-file has to carry the same name as your map-file and goes also into the /maps/ folder! The script-file has to be a simple Text-File using the ASCII character encoding (Details: <http://en.wikipedia.org/wiki/Ascii>), file-extension is *.scr

Map	Script
maps/bl_bankcrisis.bsp	maps/bl_bankcrisis.scr

The script starts with the function „main“ which will be called by the game once the map is loaded. Below is a example script ([Syntax](#), [Commands](#), [global scripts](#)).

```
//EXAMPLE SCRIPT- USE AT WILL (!!!N O T E - Script is partially case sensitive!!!)
//DEFINIE VARIABLES
//-----
// Definie here all your global variables, wich should be accessible from all functions below
//-----
/* EMPTY */

//INCLUDED SCRIPTS
//-----
// Include all external functions form other scripts you may require...
//-----
/* EMPTY */

//DECLARATIONS
//-----
// Declare here all your functions so they do not need to be called in order of apperance!
// ';' will make the function become a declaration, you will need to fully declare down below.
//-----
void main();
void printMyFancyText();

void main()
//-----
// INIZIAL THREAD FOR A LEVEL/MAP SCRIPT (This is the very beginning)
//-----
{
    /* $world.farplane(3000); $world.farplane_color('.1 .5 .4'); */ //create fog[distance][color 'r g b']
    $world.weather ("rain", 300 );//create rain or snow, max-intensivity 400

    thread printMyFancyText();//Start another function, as separte instance
}

void printMyFancyText()
//-----
// Print some text with a delay, and give a weapon...
//-----
{
    //cache the weapons and EVERYTHING you spawn, this is IMPORTANT (wait at least 1 second ater)
    cache("models/weapons/worldmodel-tricorder-stx.tik");
    cache("models/weapons/worldmodel-phaser-STX.tik");

    waitForPlayer();//Wait for player: everything is loaded(Single-Player) and joined the server

    wait( 5 );//do wait some extra time (in seconds)

    //print a message in to the center of the screen. '\n'=newline
    centerPrint("Hello!\nHere you have a weapon!");

    //Equip the Player with Weapons, adds to inventory). (See base/pak20.pk3 for more weapon-models)
    $player.give("models/weapons/worldmodel-tricorder-stx.tik");//worldmodel is the real weapon
    $player.give("models/weapons/worldmodel-phaser-STX.tik");

    //make the player use the wapon (select from inventory)
    $player.use("models/weapons/worldmodel-phaser-STX.tik");
}
```

Creating a PK3-Archive

You can use [PackScape](#), [7-Zip](#) or any else serious Zip-Archiver to create a Zip/PK3! I'm using 7-Zip and I will show you how to create a PK3 with 7-Zip.

First of all you need to gather all your files, put them into one directory, make sure that all folders are **spelled correctly!** You should also **put your readme inside the pk3**, since the user keeps the pk3 file always, most users delete other files they don't need.

Your **pk3** must have the **same name as the level!** (otherwise you might overwrite other files)

Check if you have all your files ready, then create the **PK3** (using 7-Zip scroll down).

All Folders and Files	Description
readme.txt	Read-Me - The Manual of your creation
maps/bl_bankcrisis.bsp	Compiled Level
maps/bl_bankcrisis.scr	Level Script
maps/bl_bankcrisis.mni	Level Menu Information File (Multi-Player)
music/bl_bankcrisis.mus	Soundtrack Instruction File
sound/music/bl_bankcrisis/normal.mp3	Sound/Music File
sound/music/bl_bankcrisis/action.mp3	Sound/Music File
sysimg/mapshots/bl_bankcrisis.dds	Mapshot/Map-Screenshot
bl_bankcrisis.pk3	The Game Media Archive

IF YOU ARE USING 7-Zip

Select all the files you want to have inside the pk3 and create a new Zip-Archive. With the following attributes:

Add to Archive

Archive: **bl_bankcrisis.pk3**

Archive format: **Zip**

Compression level: **Ultra**

Compression method: **Deflate**

Dictionary size: **32 KB**

Word size: **128**

Update mode: **Add and replace files**

Options:

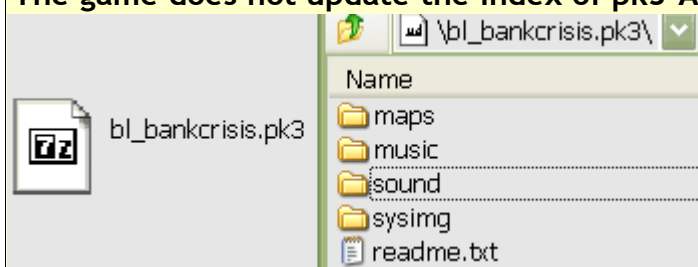
- ☐ Create SFX archive
- ☐ Compress shared files

Encryption

A pk3 is basically a Zip-Archive, with the extension *.pk3 so games using the id-Tech 3 game engine know that the Archive belongs to them.

The game creates a **index once** on start-up of all files in the pk3-Archives which are inside the game its „base“ folder!

The game does not update the Index of pk3-Archives if they have been changed, you need to shut it down and **start the game again** if you have updated your pk3!



This is how the structure of the **pk3** should look like!

Test your map

Especially good mappers test their map, you never know if everything will work as expected. **Load your map in the various Game-Types!**

Game-Type	Console command
Single-Player	<code>g_gametype 0;map bl_bankcrisis</code>
Multi-Player	<code>g_gametype 1;map bl_bankcrisis</code>
Solo-Match	<code>g_gametype 2;map bl_bankcrisis</code>

Once you have loaded your map in Multi-Player Mode you should try out all Game-Types, one by one and try all features, as for example the Flags for CTF.

It can very rarely happen that moving objects can crash the game when they are blocked by a player, so you should test moving object especially rotating doors by simply blocking them when they move (rebuild object).

Multi-Player Game Modus	Console command (seperated with (semicolon) ';' not ':')
Death-Match (DM)	<code>mp_gametype 0;restart</code>
Team-Death-Match (TDM)	<code>mp_gametype 1;restart</code>
Capture the Flag (CTF)	<code>mp_gametype 2;restart</code>
Bomb Diffusion (BD)	<code>mp_gametype 3;restart</code>

What you did forget when the game does crash:

- Single-Player: „info_player_start“
- Multi-Player + `mp_gametype 3`: „item_mp_diffusion_bomb“

What you did forget, if you spawn at the wrong place or even outside the map:

- Multi-Player + **DM**: `info_player_deathmatch`
- No attributes! -
- Multi-Player + **TDM**: `info_player_deathmatch`
With/Without attrib. →Key:spawnpoint_type Value:red/blue
- Multi-Player + **CTF**: `info_player_deathmatch`
With/Without attrib. →Key:spawnpoint_type Value:red/blue
- Multi-Player + `mp_modifier Specialties 1`: `info_player_deathmatch`
With/Without attrib. →Key:spawnpoint_type Value:specialty-red/specialty-blue

Script Errors (Compile failed) Scroll up inside the console (use: `com_printwarnings 1`):

- `maps/bl_bankcrisis.scr (LINE-NUMBER) : expected ;, found ANYTHING-ELSE`
You forgot the semicolon!
- `function YOUR_FUNCTION_NAME was not defined defined`
You have declared the function-head but not the full function (only declared !)
- `maps/bl_bankcrisis.scr (LINE-NUMBER) : Unknown value "YOUR_FUNCTION_NAME"`
 1. You forgot to declare the function/variable before you accessed it!
 2. Or you have used a name or symbol that has no meaning to the Script-Master.
 3. Remember, you need to use \$ as prefix for a level object (\$player/\$world)!

ZIP it!

Finally, put the pk3 and a nother copy of the readme.txt into a Zip-File.

The user shall see the readme.txt and bl_bankcrisis.pk3 first when he opens your Zip.
That's it! :)

Document License

This Document is under The Creative Common By-Nc license.

You are free:

- to Share - to copy, distribute and transmit the Document
- to Remix - to adapt the Document

Under the following conditions:

Attribution -> You must attribute the work in the manner specified by the author or licensor (but not in any way that suggests that they endorse you or your use of the work).

You must not use HaZardModding marks such as Logos and Banners

- Based upon „Mapping Standards“ by HaZardModding
- OR -
- Using Informations form HaZardModding's Mapping Standards Document

Noncommercial -> You may not use this work for commercial purposes.

Please visit <http://creativecommons.org/licenses/by-nc/3.0/> for details and the full License!